



Algorithms for Tangent and
Adjoint Sensitivity Analysis of

Chaotic

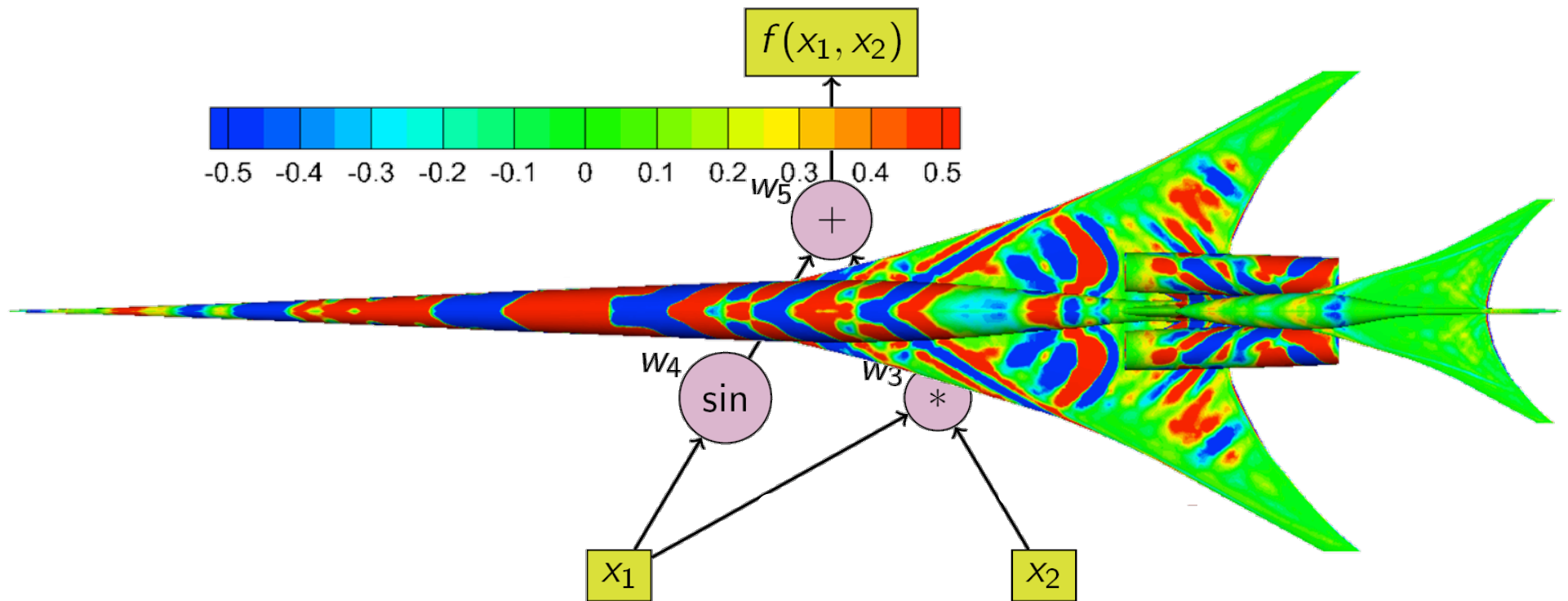
Flow Simulations

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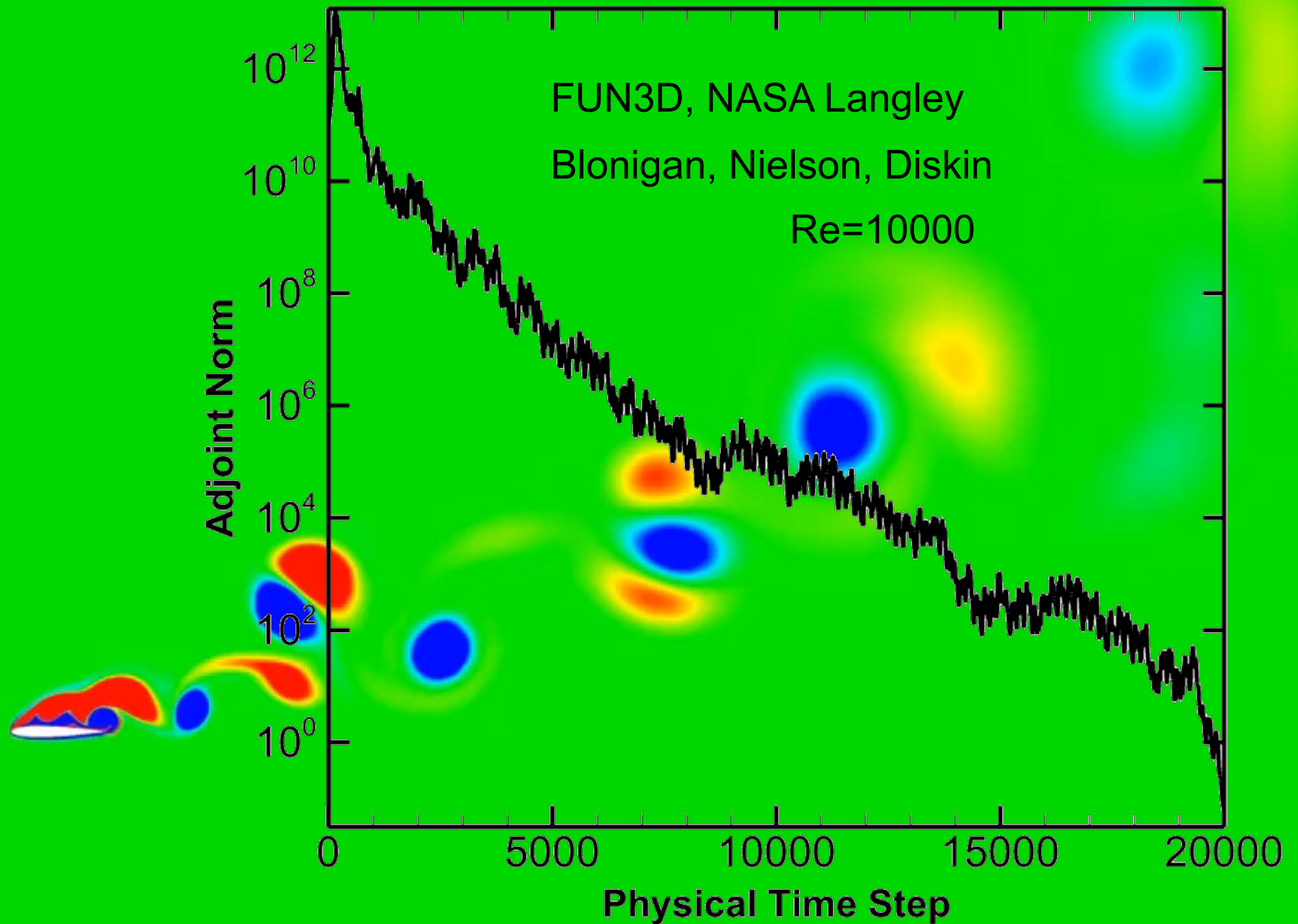
AMS Seminar Series,
NASA Ames Research Center, July 18, 2016

Adjoin /ə'join/ verb: **differentiate the output of a simulation to its inputs** by tracing backwards through the calculations.



Rallabhandi, Nielsen, Diskin 2012 (FUN3D)
Derivative of the loudness of a supersonic airplane
with respect to its shape

Diverging adjoint in **chaotic** separated flow

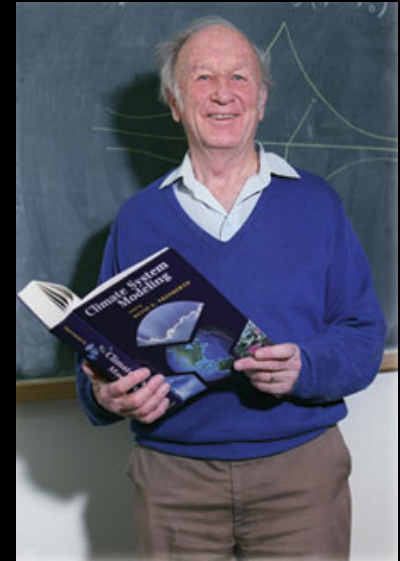
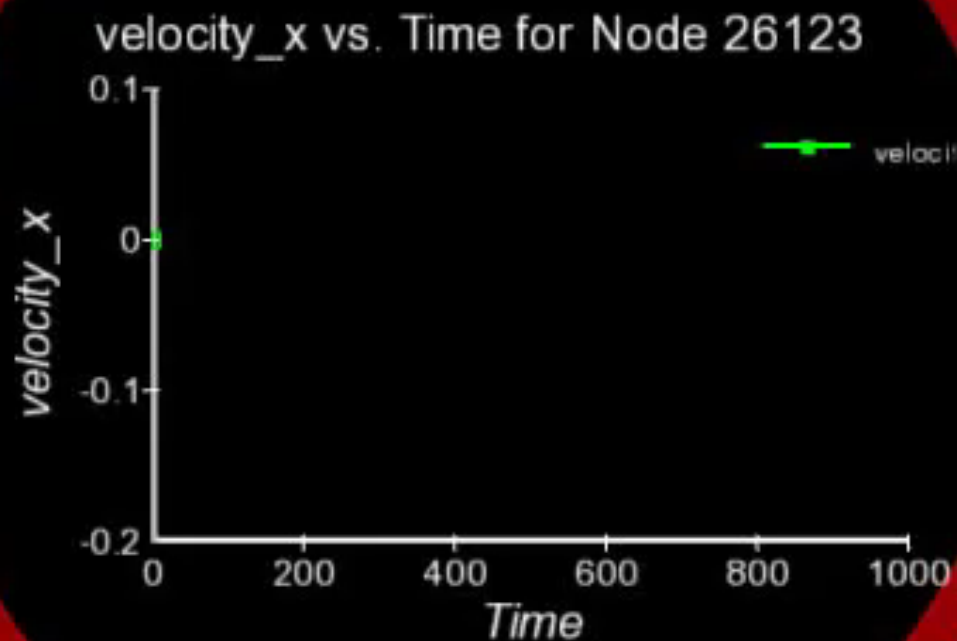


Simplified model:

X: circulation

Y: horizontal temperature inequilibrium

Z: vertical temperature inequilibrium



temperature

3.050e+02
3.025e+02
3.000e+02
2.975e+02
2.950e+02

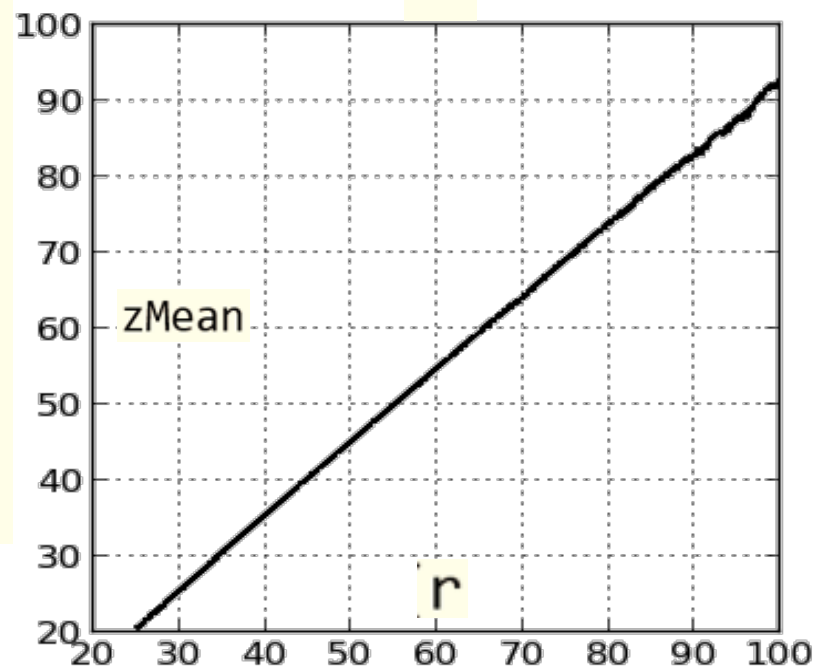



```

double lorenz(r)
{
    double b = 8./3., s = 10.;
    double T = 100., dt = 0.01;
    double x = 1., y = 1., z = 1., zMean = 0.;
    for (double t = 0; t < T; t += dt) {
        double dx = s * (y - x);
        double dy = x * (r - z) - y;
        double dz = x * y - b * z;
        x += dt * dx;
        y += dt * dy;
        z += dt * dz;
        zMean += dt * z / T;
    }
    return zMean;
}

```

$$d(z\text{Mean})/dr = -1.83\text{E}+23$$

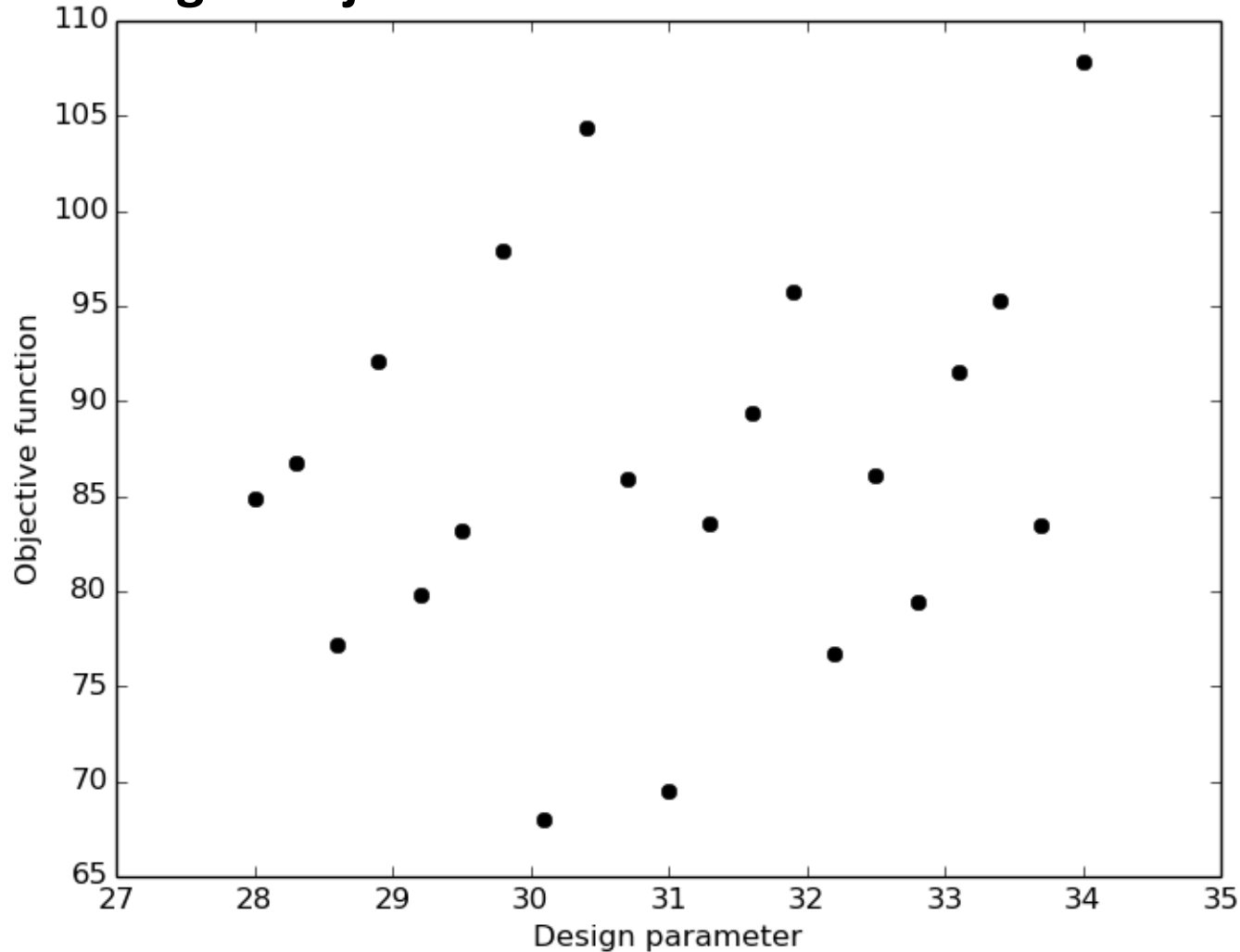


Lorenz system: solutions are sensitive small perturbations

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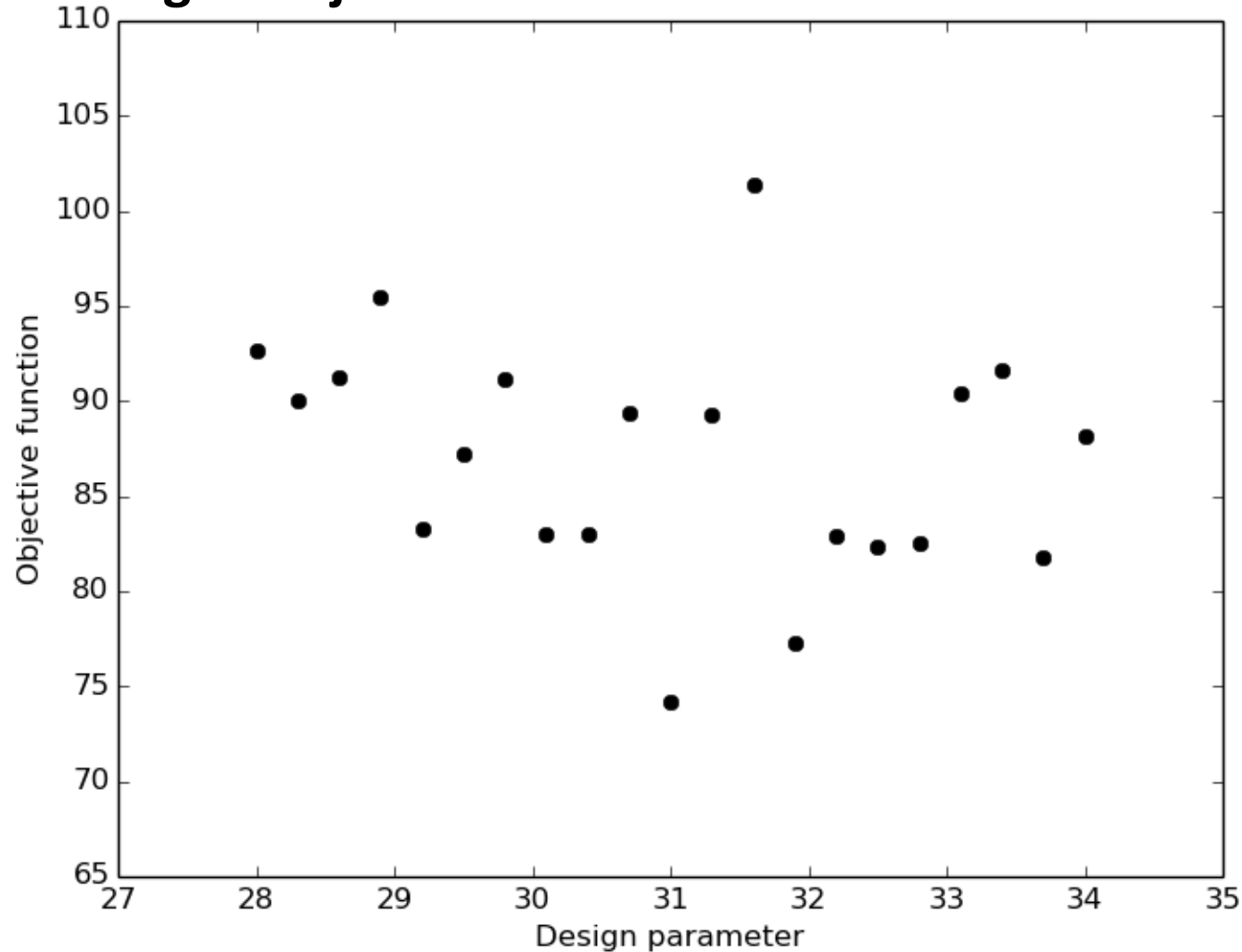
Smooth Response from Chaotic High-Fidelity Simulations

A time-averaged objective function in a chaotic simulation (T=5)



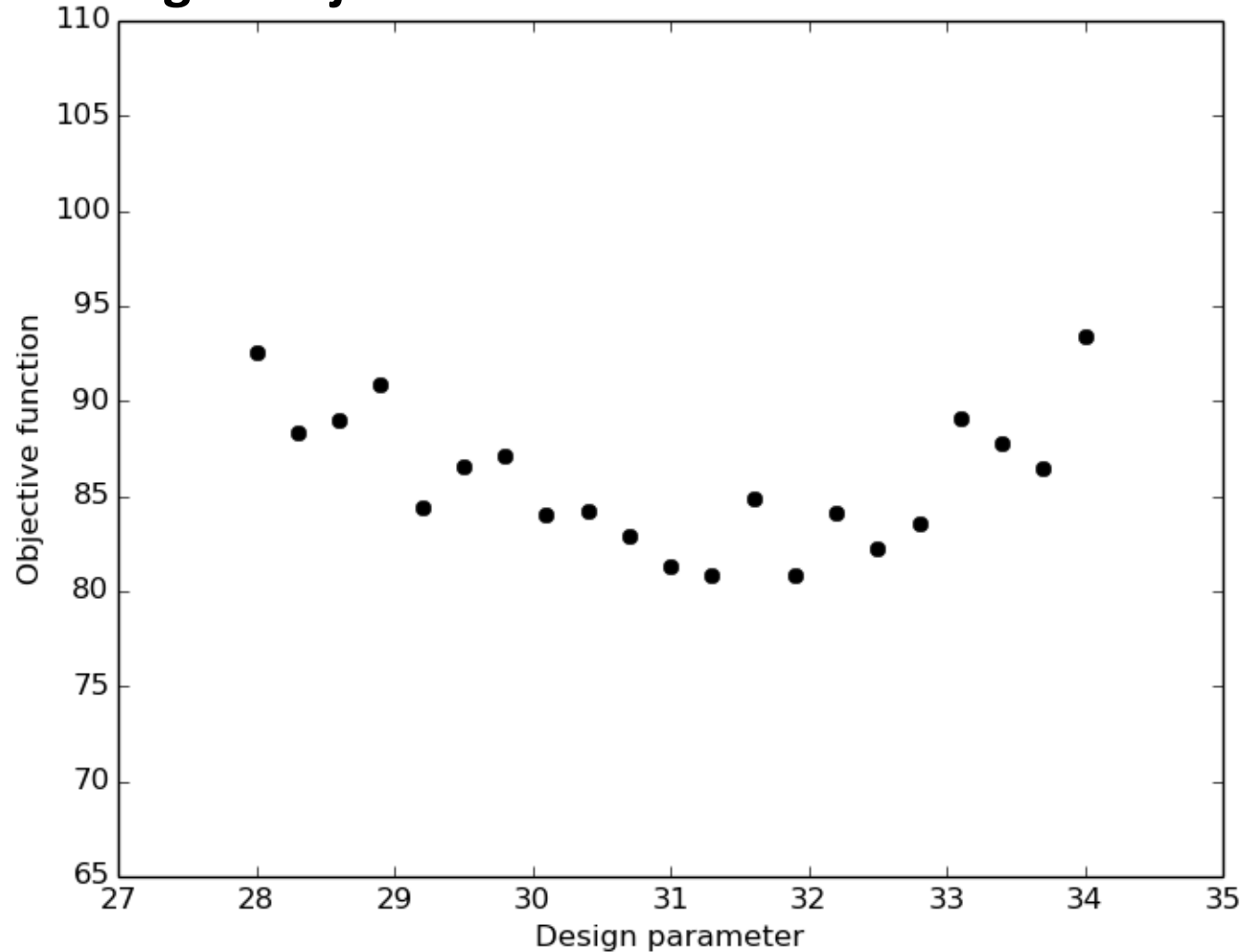
Smooth Response from Chaotic High-Fidelity Simulations

A time-averaged objective function in a chaotic simulation (T=15)



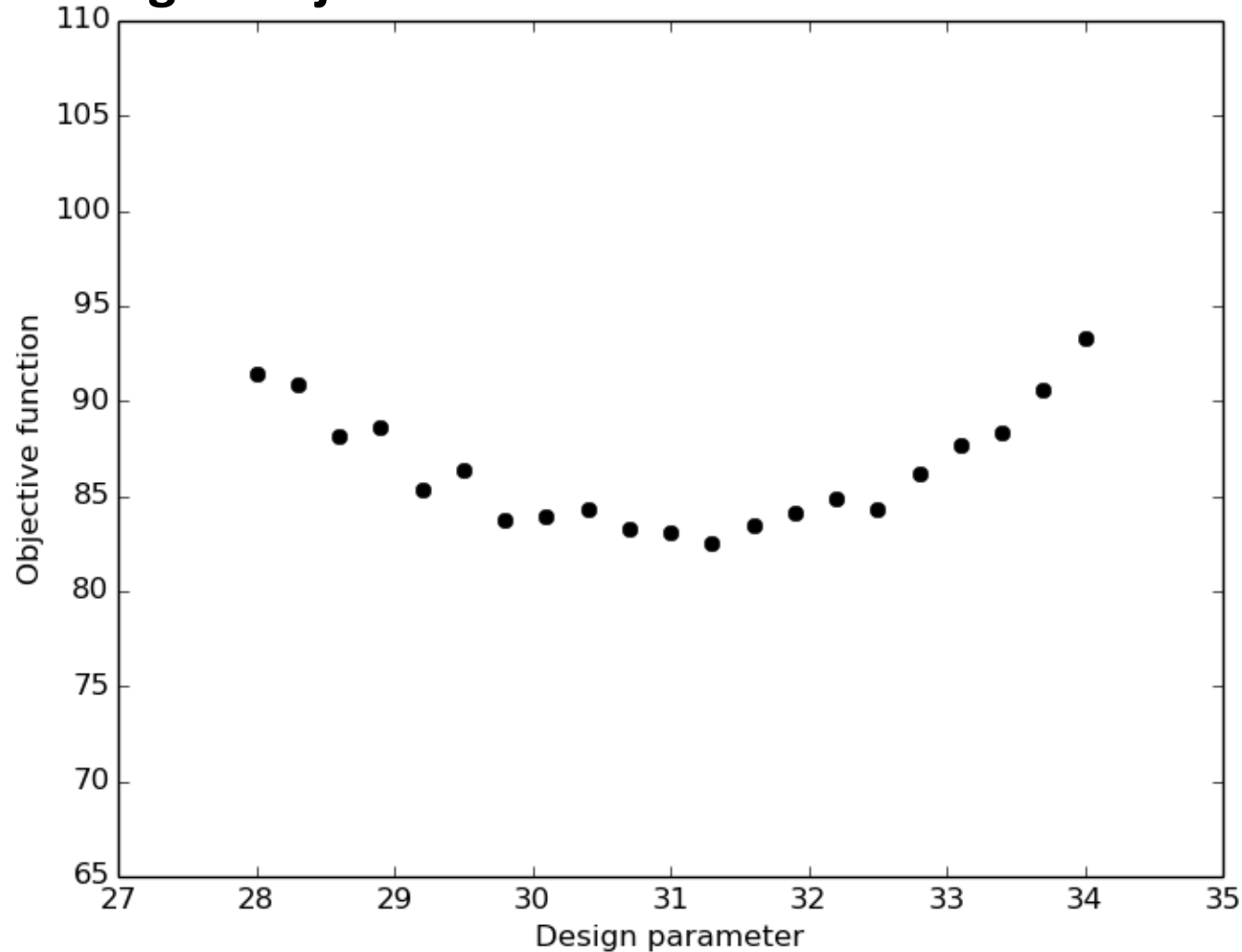
Smooth Response from Chaotic High-Fidelity Simulations

A time-averaged objective function in a chaotic simulation (T=50)



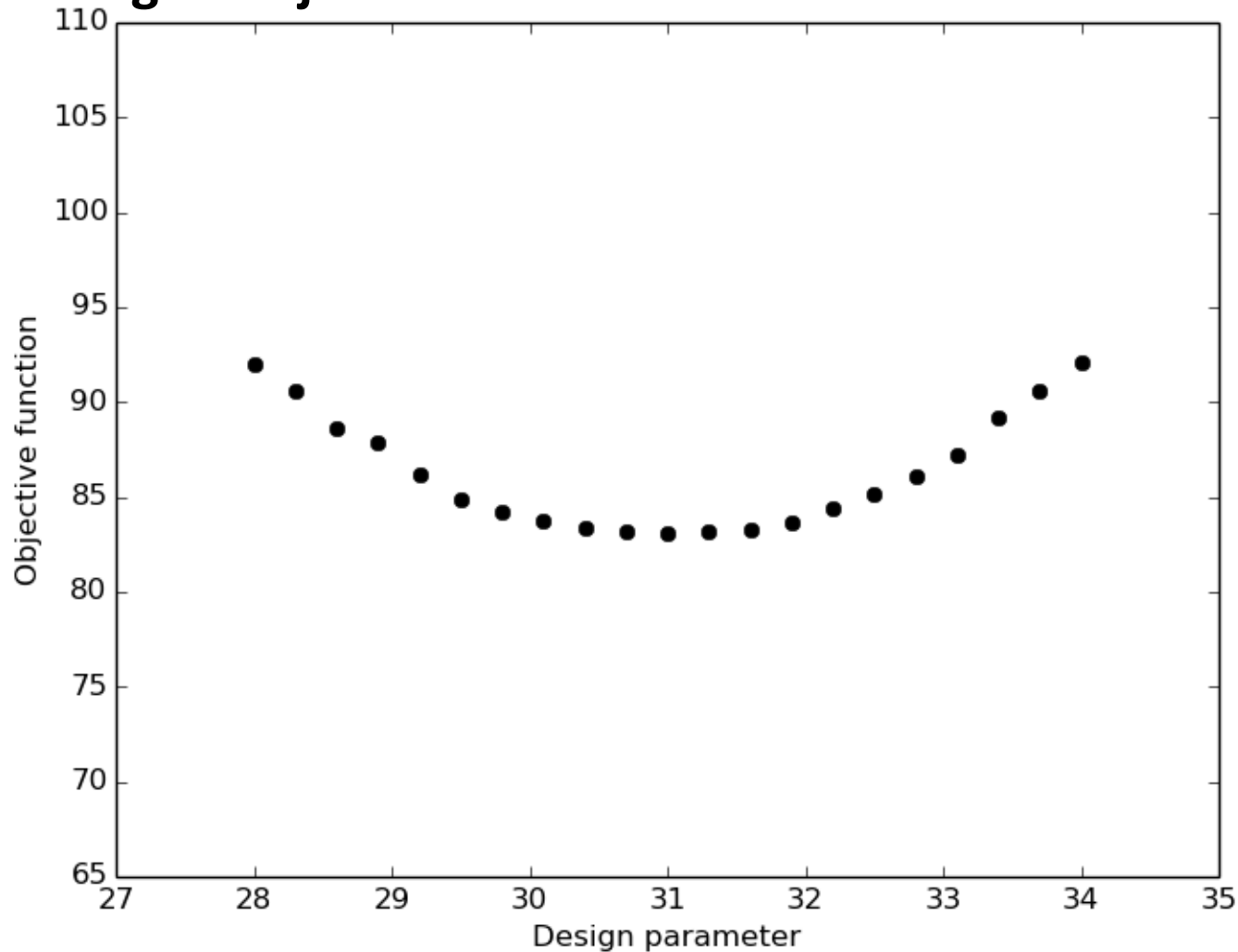
Smooth Response from Chaotic High-Fidelity Simulations

A time-averaged objective function in a chaotic simulation (T=500)



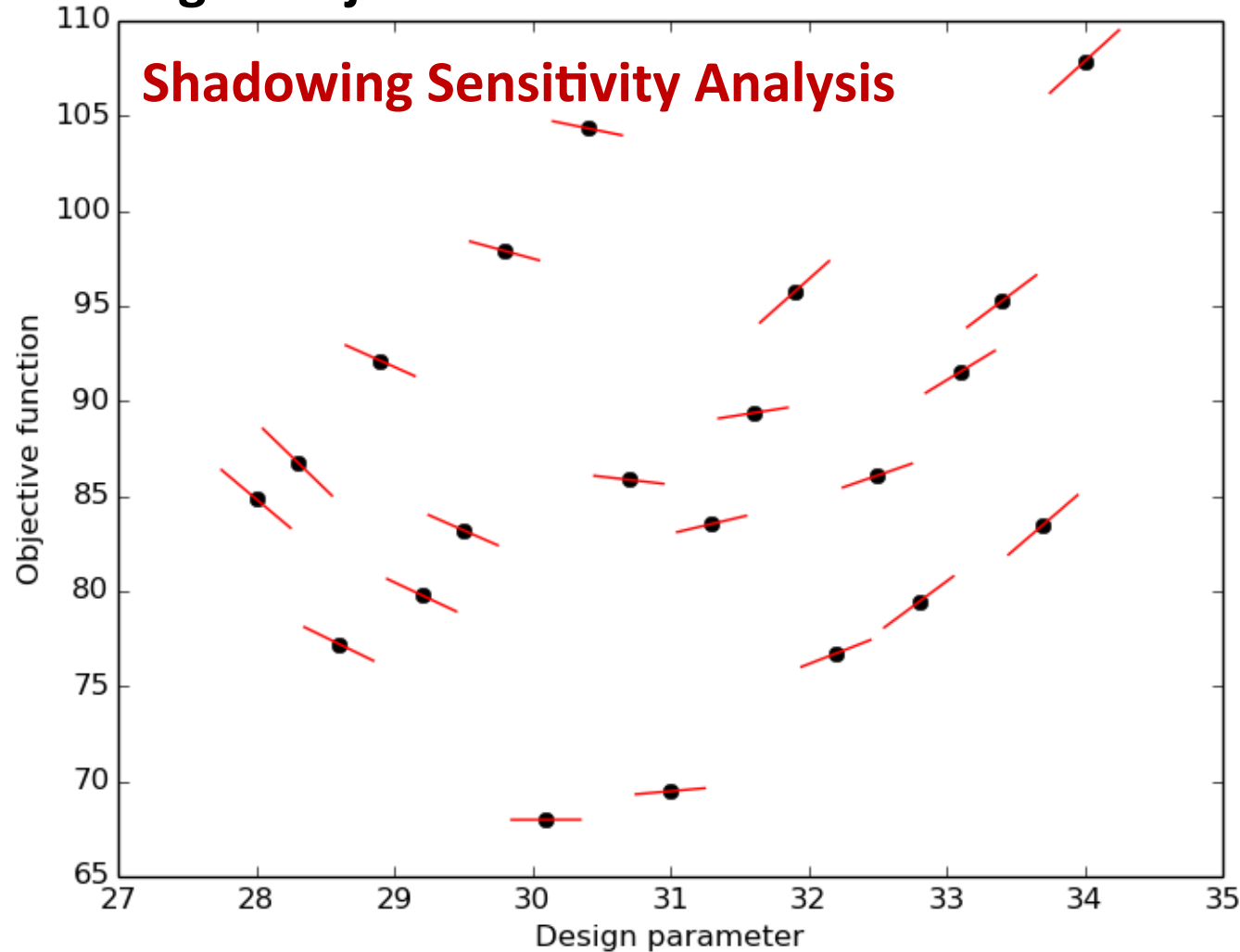
Smooth Response from Chaotic High-Fidelity Simulations

A time-averaged objective function in a chaotic simulation (T=5000)

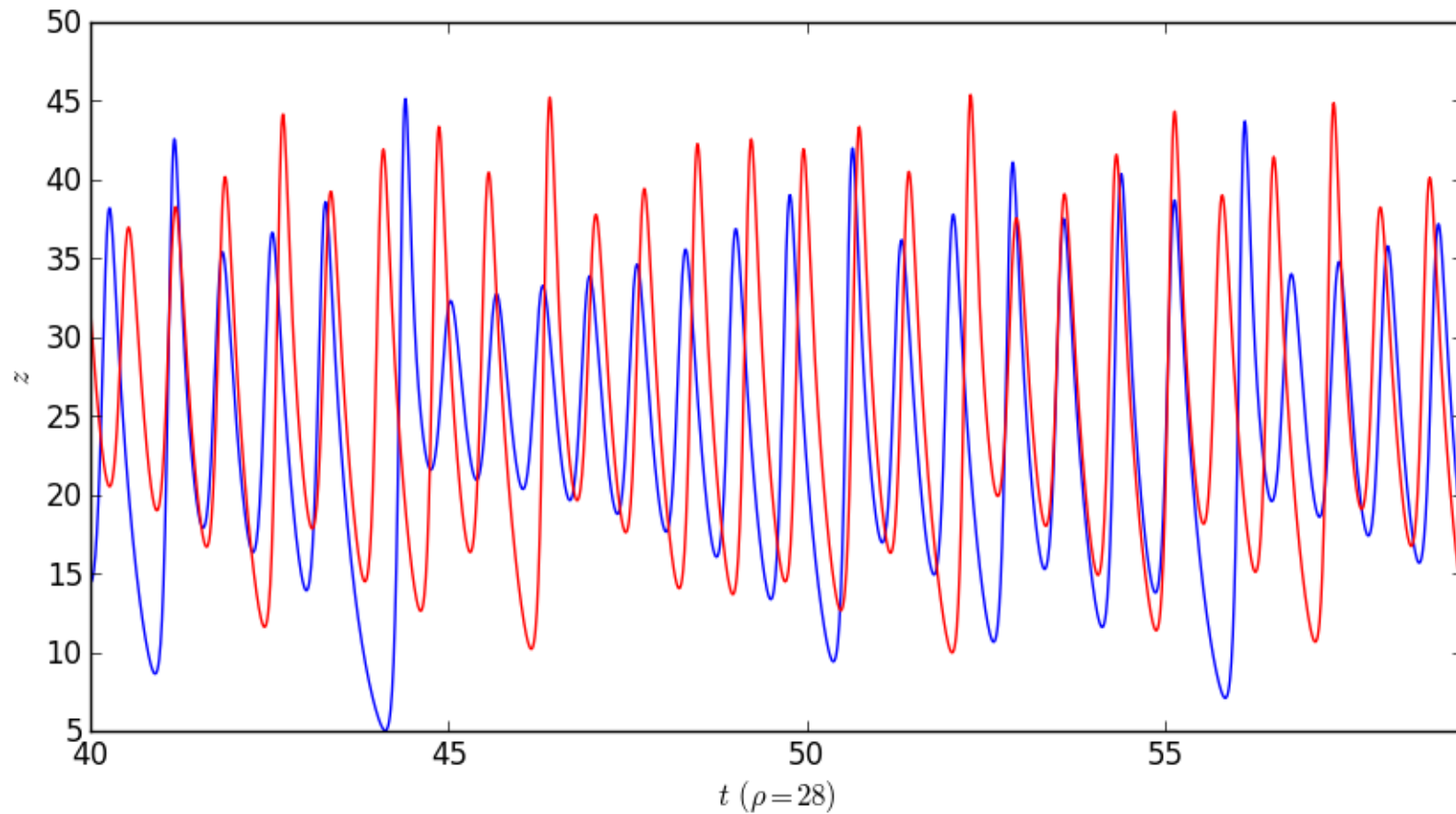


Smooth Response from Chaotic High-Fidelity Simulations

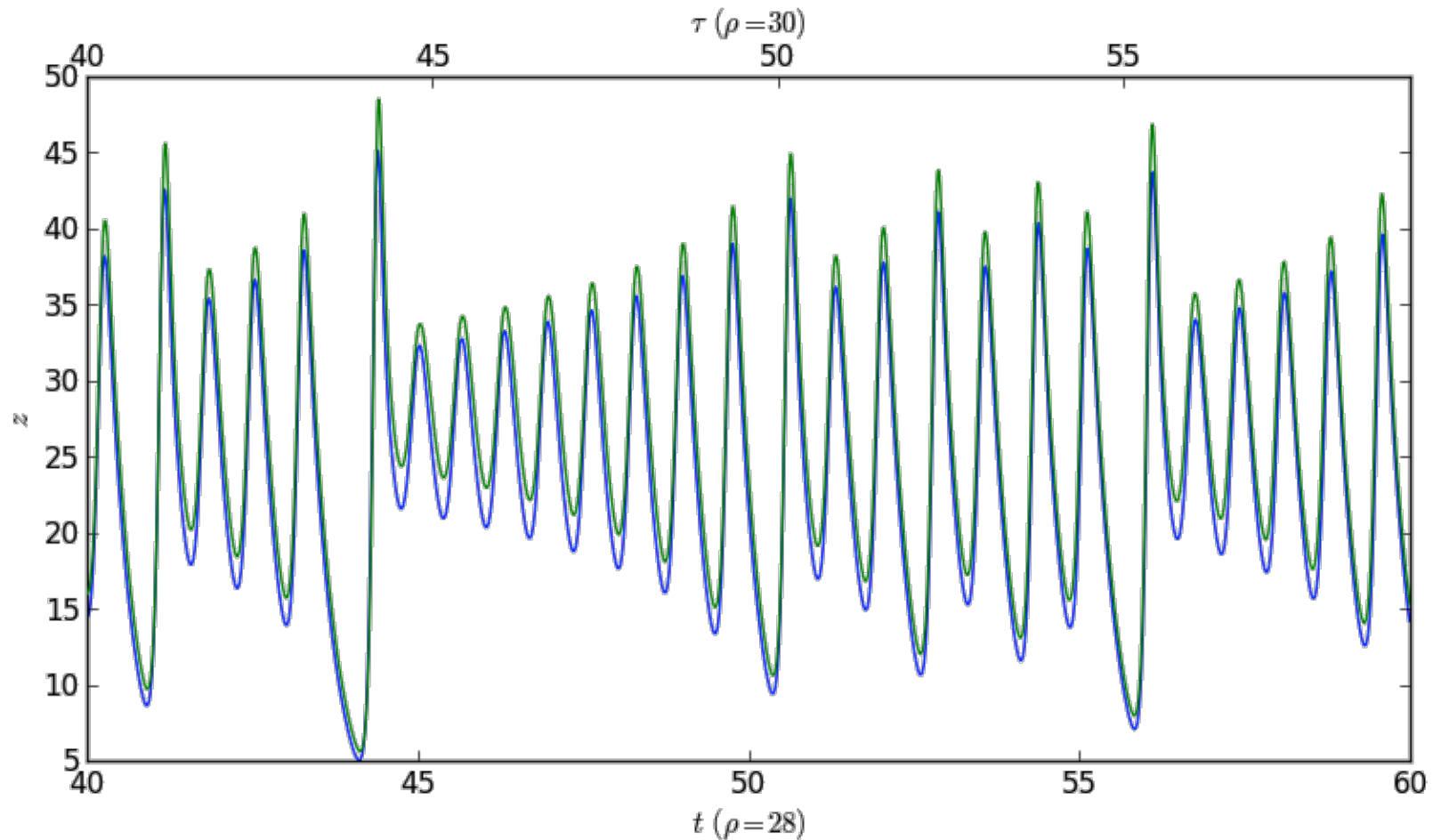
A time-averaged objective function in a chaotic simulation (T=5)



Trajectories with similar parameters diverge



“Shadowing” Trajectories with similar parameters
and carefully adjusted initial conditions do not
diverge

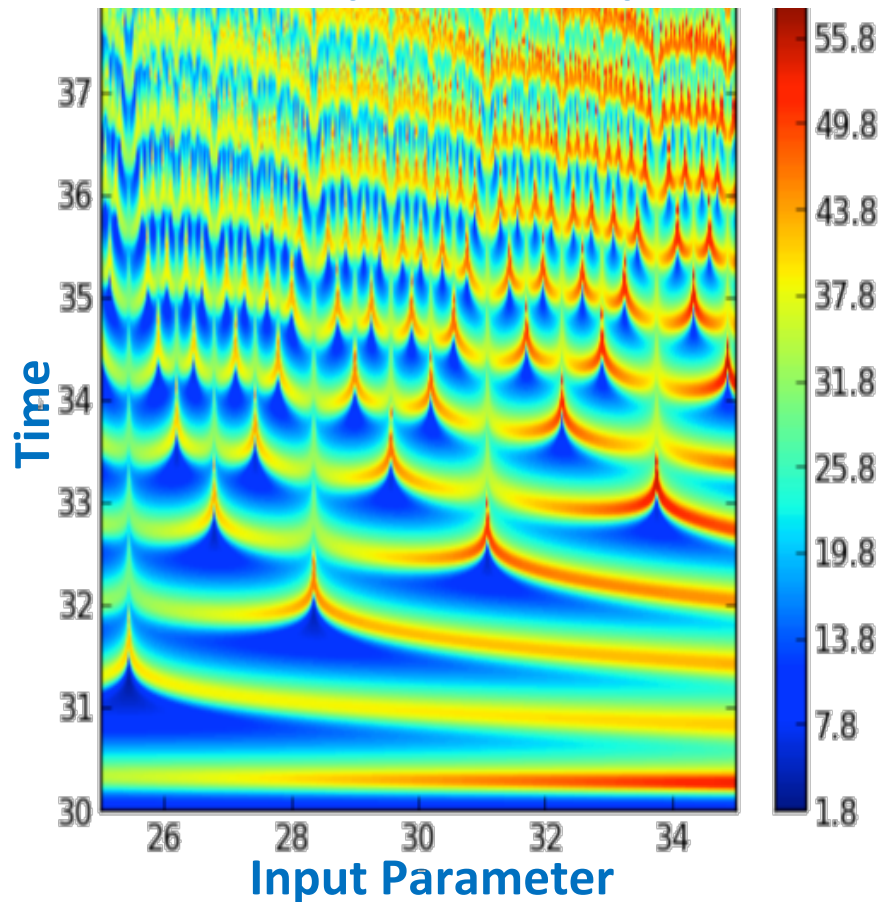


Least Squares Shadowing: Replace the initial condition with least squares

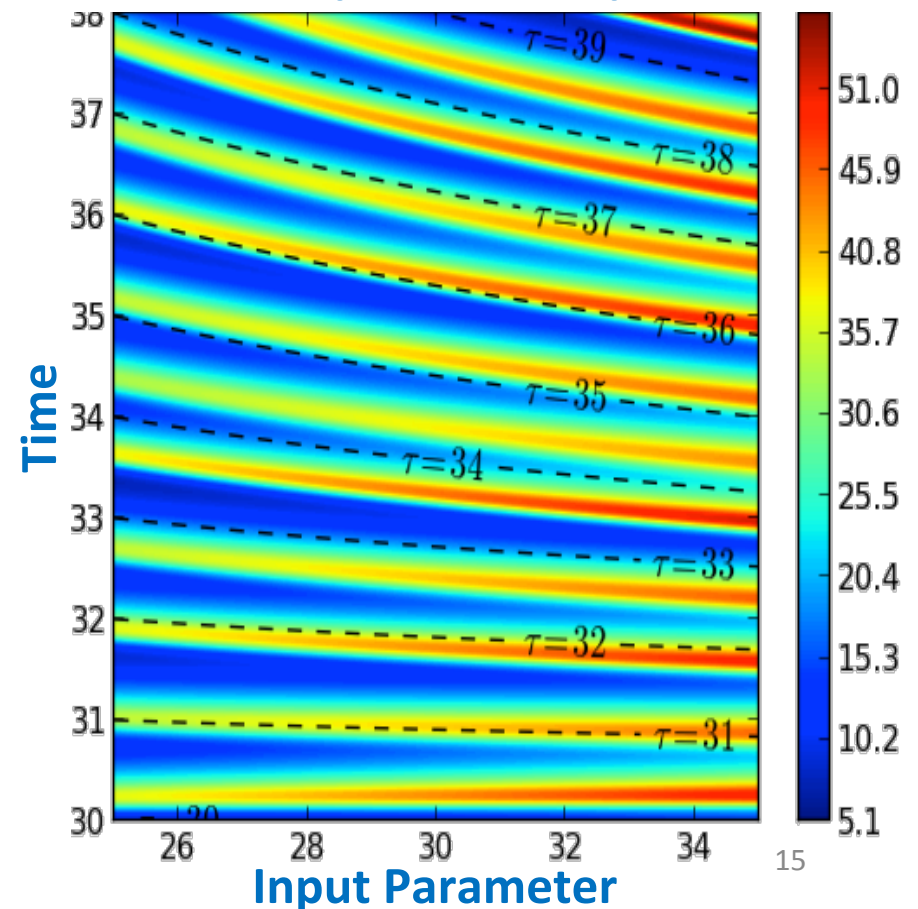
$$\min \frac{1}{2} \int_{T_0}^{T_1} \|u(\tau(t)) - u_r(t)\|^2 dt \quad \text{s.t.} \quad \frac{du}{d\tau} = f(u; s + \delta s)$$

\uparrow
 Reference solution

Time dependent output



Time dependent output



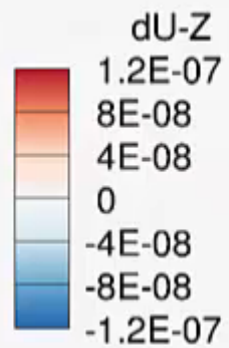
Oseledets theorem

Benettin's algorithm

Ginelli's algorithm

Time Segment 0

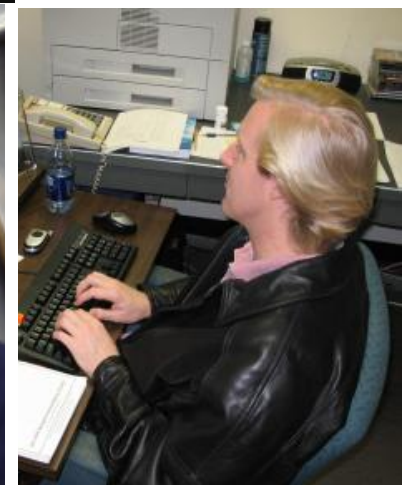
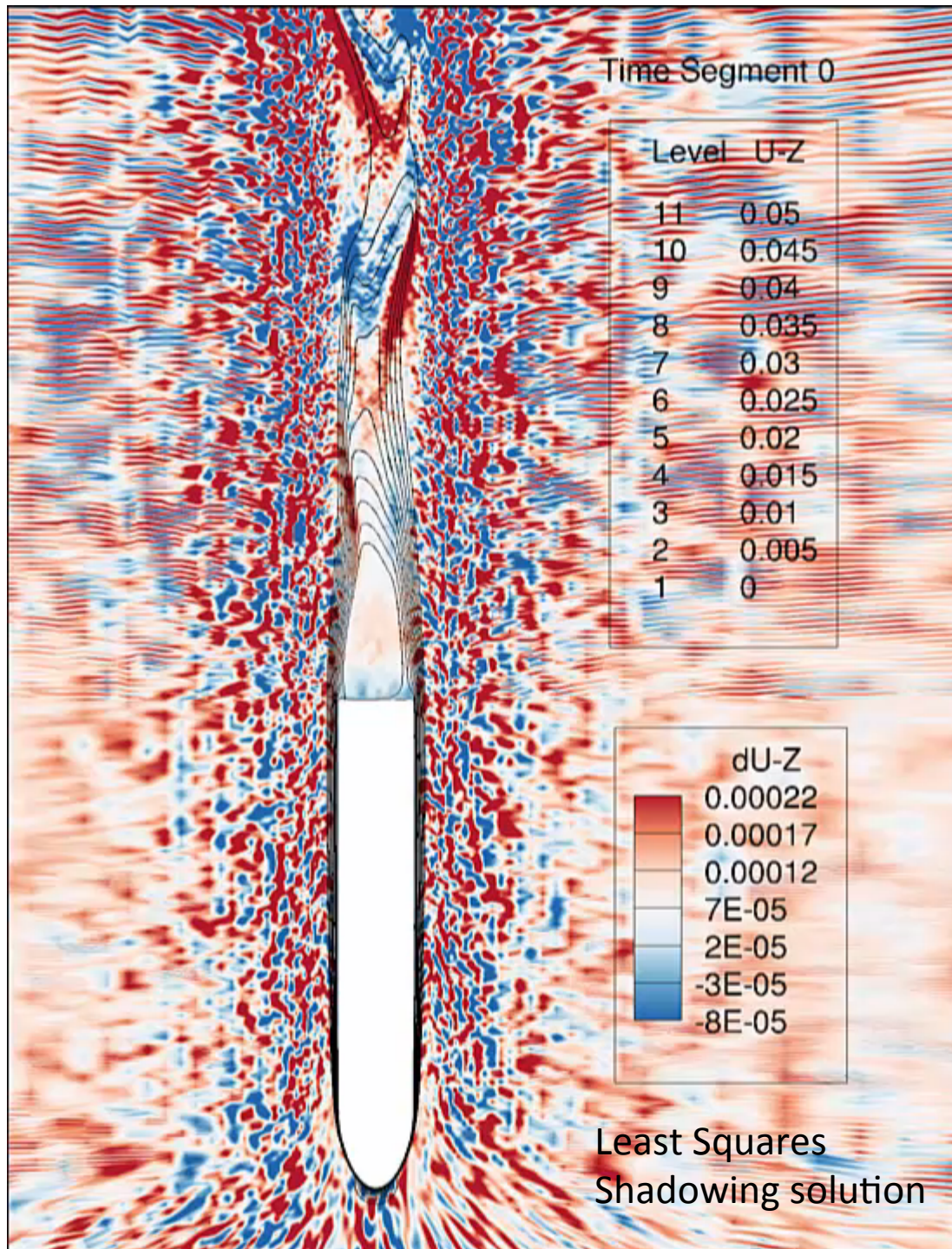
Level	U-Z
11	0.05
10	0.045
9	0.04
8	0.035
7	0.03
6	0.025
5	0.02
4	0.015
3	0.01
2	0.005
1	0



First covariant
Lyapunov vector



Non-intrusive Least Squares Shadowing



Adjoint Least Squares Shadowing

Sensitivity Analysis of Chaotic Simulations

High-fidelity design in many important applications requires sensitivity analysis of chaotic simulations

Adjoint-based sensitivity analysis works, mathematically and practically, on chaotic simulations

Chaotic adjoint currently being implemented and tested on a state-of-the-art CFD solver (FUN3D)